

ATTACK SHEET

(Amateur Tricks)



Name _____

Event/Date _____

Judge _____

See Trick List for complete descriptions of tricks!

NOVICE

Instructions: Mark the tricks you will perform 1 through 10. You may use a trick only twice. Write down a Wild Card move and attempt it to receive additional points.

20/20	Stand on board (5 sec. min.)	100/100	Bunny Hop (board must leave water)
40/40	Ride with 1 hand (5 sec. min.)	100/100	Fin Release (sideslide)
50/50	FS / BS Off the Wake	125/125	Lipslide (sideslide on crest)
60/60	Crouch down and touch water	150/150	Surface 180
60/60	Cross one wake	175/175	Butterslide 180 (off the wake 180)
70/70	Cross both wakes	200/200	Bunny hop 180 (must get air)
120/120	Cross both wakes fakie (backwards)	250/250	FS Half Cab (BF 1 wake, must get air)
85/85	Surf the wake (min. 3 turns)	100/100	BS Air (1 wake, must get air)
175/175	Butt Slide (min. 1 sec.)	150/150	FS Air (1 wake/frontside)
225/225	Butt Slide with Rail Grab	300/300	BS Air (2 wake/backside)

Wild Card _____ 10 20 30 40 50 60 70 80 90 100 (judge circles points)

Total Pass 1 _____ + Total Pass 2 _____ + Wild Card _____ = Total _____

INTERMEDIATE

Instructions: Mark on lines all 1st Pass tricks with a number 1. Mark all 2nd Pass tricks with a number 2. Tricks may be used twice, but not in the same pass. Write down a Wild Card move and attempt it to receive additional points.

125/125	Lipslide (sideslide on crest)	500/500	Heli 360 wrap or hand pass (1 wake)
150/150	Surface 180	650/650	Heli 360 wrap (2 wake)
175/175	Butterslide 180 (off the wake 180)	750/750	Heli 360 hand pass (2 wake)
450/450	Powerslide (high speed rail slide out wide)	425/425	Backscratcher (2 wake)
200/200	Surface 360 (turn must be continuous)	450/450	Fashion Air (2 wake)
250/250	Off the wake 360	450/450	Twister (rotate 90 & back)
200/200	Bunny Hop 180 (board must leave water)	475/475	Stiffy (2 wake, board bottom to boat)
250/250	Blindside Bunny Hop 180 (must get air)	400/400	Indy Grab (rear hand toeside b/w feet)
300/300	BS Air (2 wake/backside)	425/425	Melan (front hand rear heelside grab)
350/350	FS Air (2 wake/frontside)	450/450	Tail Grab Nose Bone (2 wake)
400/400	BS Jump Grab (2 wake)	450/450	Method - backscratcher w/ front hand heelside grab
450/450	FS Jump Grab (2 wake)		
250/250	FS/BS Air 180 (1 wake, front to back)	400/400	Nose or Tail Bone
450/450	FS/BS Air 180 (2 wake, front to back)	400/400	Tail Grab
450/450	Half Cab (2 wake, back to front)	350/350	Blindside Air 180 (1 wake)
500/500	Grab 180 (2 wake)	550/550	Blindside Air 180 (2 wake)

Wild Card _____ 40 80 120 160 200 240 280 320 360 400 (judge circles points)

Style (how clean, smooth, big, variety) 40 80 120 160 200 240 280 320 360 400 (judge circles points)

Total Pass 1 _____ + Total Pass 2 _____ + Wild Card _____ + Style _____ = Total _____